

THE LIGHTNING HOT VIDEO GAME

PON POKO



sigma

It's fun! PON POKO jumps with his big belly out. He collects fruits avoiding obstacles.

PON POKO

The highest points.

The highest points is shown in the screen.

1P points

Points got by 1st player

Hairy Caterpillar

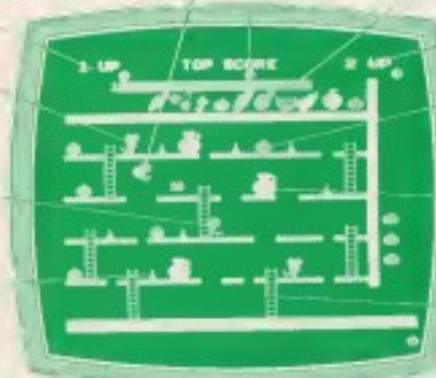
There are many kinds of hairy caterpillars; rapid or slow etc. Do not be seized by them.

Snake

Snakes are sometimes hidden inside pot instead of bonus point.

Pin

When PON POKO touches pin, he becomes flint to die. Make jump with good interval.



Time

When time indicator turns red, there is almost no time. Haste to take fruits.

2P Points

Points got by 2nd player

Fruit

When all fruits are eaten PON POKO likes very much, the screen proceeds to the next.

POT

Content of pot with "?" mark is snake or bonus point. Such pot may be disregarded.

Ladder

Climb up and down. Sometimes stand at the middle of ladder to avoid hairy caterpillars.

HOW TO PLAY

- Eat all fruits dodging hairy caterpillar and snake
- Jump over pin and valley. Everytime jump fails, lose one PON POKO
- 2 kinds of jumps. Long-jump and Short-jump are possible by using button and lever
- When all fruits are eaten before time-out, 1 pattern is cleared and bonus points are awarded according to the real time
- Content of mystery pot is snake or bonus point. Consider the way to escape in advance if snake comes out.
- At 30,000 points (adjustable) one PON POKO is added

SPECIFICATIONS

■ UPRIGHT TYPE

- 1 or 2 players upright video game with 20" color monitor.
- 100 V 50/60 Hz 130W T-96-1980
- Dimensions 241W 65H 33D cm
85W 17H 9D cm

■ TABLE TYPE

- 1 or 2 players table video game with 20" color monitor.
- 100 V 50/60 Hz 110W T-95-1990
- Dimensions 34W 22D 23~29H inch
85W 55D 26.5~63 H cm



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